

Marián Mráz

Senior Product Designer

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EXPERIENCE

Senior Product Designer

Proton • Feb 2022 – Present

- Design Lead of Proton Pass and Proton Authenticator.
- Working closely with engineers, designers and researchers, shaping the core experience of Proton products.

Independent iOS Developer

Overboard • May 2024 – Present

- Developed the app from concept to successful App Store launch by defining the product vision, designing the end-to-end user experience, and implementing the app using Swift.

Interaction Designer at Google

Randstad • Mar 2021 – Jan 2022

- Led UX design for multiple high-complexity projects within Chrome DevTools.
- Simplified complex technical challenges into clear, intuitive user experiences.
- Working hands-on with the Debugging team on the toughest challenges.

Senior Product Designer

Yokoy • Apr 2020 – Dec 2020

Acquired by TravelPerk in 2025

- Led design projects and worked collaboratively on a range of digital products.
- Established the product design process within the company.

Senior Product Designer

Beekeeper • May 2015 – Mar 2020

Acquired by LumApps in 2025

- Responsible for interaction, visual and user experience design from early startup to scale-up stages of the business.
- Ideated, produced and presented project deliverables such as user flows, wireframes, and concept designs to demonstrate new features and projects.
- Collaborated closely with PMs and engineers to bring ideas from conception, through implementation to adoption.

UX & UI Designer

Scanbot • Nov 2012 – Apr 2015

Acquired in 2020

- Collaborated with cross-functional teammates from product, engineering and marketing teams.
- Scanbot became one of the leading apps for mobile scanning and quickly gained trust of more than 10 million users.
- Designed the app that was featured numerous times on the App Store and received multiple "Editor's Choice" awards from Apple.

Lead Designer & Founder

FRIO • Mar 2009 – Oct 2012

- Founded and bootstrapped a successful design agency.
- Managed a wide variety of cross-media projects involving interaction design, branding & web development.
- Collaborated and managed expectations with external stakeholders ranging from small businesses to big enterprises.

EDUCATION

Bc. Engineering Informatics

Information & Control Technologies

Sep 2007 – Jun 2011

SKILLS

Combining 20+ years of experience in product design with passion for software development.

Design

Interaction design

Motion design

Icon design

Design systems

Style guides

Design for accessibility

Product

Product strategy

Systems thinking

Rapid prototyping

Feasibility scoping

Metrics & experimentation

Toolkit

Figma

FigJam

Sketch

Adobe CC

Miro

Technical

HTML / CSS

Swift

Cursor

Git

JIRA